

L Number	Hits	Search Text	DB	Time stamp
1	2	463/.ccls. and (quality near2 servic\$3 or QOS) near4 (requir\$5 or needed or desir\$5) near5 (user or play\$5 or customer or particip\$6 or member or regist\$5 or subscri\$6 or gam\$5)	USPAT; US-PGPUB; EPO; DERWENT	2004/09/15 11:56
2	325	(709/.ccls. or 370/\$.ccls.) and (quality near2 servic\$3 or QOS) near4 (requir\$5 or needed or desir\$5) near5 (user or play\$5 or customer or particip\$6 or member or regist\$5 or subscri\$6 or gam\$5)	USPAT; US-PGPUB; EPO; DERWENT	2004/09/15 10:24
3	124	((709/.ccls. or 370/\$.ccls.) and (quality near2 servic\$3 or QOS) near4 (requir\$5 or needed or desir\$5) near5 (user or play\$5 or customer or particip\$6 or member or regist\$5 or subscri\$6 or gam\$5)) and (determin\$5 or identif\$6 or locat\$5 or reserv\$5 or allocat\$5) near3 (availab\$5 or exist\$5 or allocat\$6 or reserv\$5) near2 (resource or bandwidth or connection or link\$5 or channel)	USPAT; US-PGPUB; EPO; DERWENT	2004/09/15 11:55
4	79	((709/.ccls. or 370/\$.ccls.) and (quality near2 servic\$3 or QOS) near4 (requir\$5 or needed or desir\$5) near5 (user or play\$5 or customer or particip\$6 or member or regist\$5 or subscri\$6 or gam\$5)) and (determin\$5 or identif\$6 or locat\$5 or reserv\$5 or allocat\$5) near3 (availab\$5 or exist\$5 or allocat\$6 or reserv\$5) near2 (resource or bandwidth or connection or link\$5 or channel)) and (based or respon\$5 or depend\$5 or accord\$5) near3 (availab\$5 or exist\$5 or allocat\$6 or reserv\$5) near2 (resource or bandwidth or connection or link\$5 or channel or user or player or subscri\$6 or client or party or customer or first or second)	USPAT; US-PGPUB; EPO; DERWENT	2004/09/15 11:17
5	40	((709/.ccls. or 370/\$.ccls.) and (quality near2 servic\$3 or QOS) near4 (requir\$5 or needed or desir\$5) near5 (user or play\$5 or customer or particip\$6 or member or regist\$5 or subscri\$6 or gam\$5)) and (determin\$5 or identif\$6 or locat\$5 or reserv\$5 or allocat\$5) near3 (availab\$5 or exist\$5 or allocat\$6 or reserv\$5) near2 (resource or bandwidth or connection or link\$5 or channel)) and (based or respon\$5 or depend\$5 or accord\$5) near3 (availab\$5 or exist\$5 or allocat\$6 or reserv\$5) near2 (resource or bandwidth or connection or link\$5 or channel or user or player or subscri\$6 or client or party or customer or first or second)) and @ad<20000512	USPAT; US-PGPUB; EPO; DERWENT	2004/09/15 10:29

6	1	(((((709/.ccls. or 370/\$.ccls.) and (quality near2 servic\$3 or QOS) near4 (requir\$5 or needed or desir\$5) near5 (user or play\$5 or customer or particip\$6 or member or regist\$5 or subscri\$6 or gam\$5)) and (determin\$5 or identif\$6 or locat\$5 or reserv\$5 or allocat\$5) near3 (availab\$5 or exist\$5 or allocat\$6 or reserv\$5) near2 (resource or bandwidth or connection or link\$5 or channel)) and (based or respon\$5 or depend\$5 or accord\$5) near3 (availab\$5 or exist\$5 or allocat\$6 or reserv\$5) near2 (resource or bandwidth or connection or link\$5 or channel or user or player or subscri\$6 or client or party or customer or first or second)) and @ad<20000512) and (SIP or session adj1 initiat\$5)	USPAT; US-PGPUB; EPO; DERWENT	2004/09/15 11:31
7	9966	((negotiat\$5 or bargain\$5) same (user or player or subscri\$6 or client or party or customer or regist\$5)	USPAT; US-PGPUB; EPO; DERWENT	2004/09/15 11:15
8	4533	((negotiat\$5 or bargain\$5) near5 (user or player or subscri\$6 or client or party or customer or regist\$5)	USPAT; US-PGPUB; EPO; DERWENT	2004/09/15 11:15
9	76	((negotiat\$5 or bargain\$5) near5 (user or player or subscri\$6 or client or party or customer or regist\$5)) with (game or gaming)	USPAT; US-PGPUB; EPO; DERWENT	2004/09/15 11:16
10	1	((negotiat\$5 or bargain\$5) near5 (user or player or subscri\$6 or client or party or customer or regist\$5)) with (game or gaming)) and (quality near2 servic\$3 or QOS) near4 (requir\$5 or needed or desir\$5) near5 (user or play\$5 or customer or particip\$6 or member or regist\$5 or subscri\$6 or gam\$5)	USPAT; US-PGPUB; EPO; DERWENT	2004/09/15 11:17
11	1	((negotiat\$5 or bargain\$5) near5 (user or player or subscri\$6 or client or party or customer or regist\$5)) with (game or gaming)) and (quality near2 servic\$3 or QOS) near4 (user or play\$5 or customer or particip\$6 or member or regist\$5 or subscri\$6 or gam\$5)	USPAT; US-PGPUB; EPO; DERWENT	2004/09/15 11:35
12	32	((negotiat\$5 or bargain\$5) near5 (user or player or subscri\$6 or client or party or customer or regist\$5)) with (game or gaming)) and (availab\$5 or exist\$5 or allocat\$6 or reserv\$5) near2 (resource or bandwidth or connection or link\$5 or channel or user or player or subscri\$6 or client or party or customer or first or second)	USPAT; US-PGPUB; EPO; DERWENT	2004/09/15 11:18
13	14	((negotiat\$5 or bargain\$5) near5 (user or player or subscri\$6 or client or party or customer or regist\$5)) with (game or gaming)) and (availab\$5 or exist\$5 or allocat\$6 or reserv\$5) near3 (resource or bandwidth or connection or link\$5 or channel or paramet\$3)	USPAT; US-PGPUB; EPO; DERWENT	2004/09/15 11:34
14	1	((negotiat\$5 or bargain\$5) near5 (user or player or subscri\$6 or client or party or customer or regist\$5)) with (game or gaming)) and (availab\$5 or exist\$5 or allocat\$6 or reserv\$5) near3 (resource or bandwidth or connection or link\$5 or channel or paramet\$3)) and (SIP or session adj1 initiat\$5)	USPAT; US-PGPUB; EPO; DERWENT	2004/09/15 11:54

6	1	((((709/.ccls. or 370/\$.ccls.) and (quality near2 servic\$3 or QOS) near4 (requir\$5 or needed or desir\$5) near5 (user or play\$5 or customer or particip\$6 or member or regist\$5 or subscri\$6 or gam\$5)) and (determin\$5 or identif\$6 or locat\$5 or reserv\$5 or allocat\$5) near3 (availab\$5 or exist\$5 or allocat\$6 or reserv\$5) near2 (resource or bandwidth or connection or link\$5 or channel)) and (based or respon\$5 or depend\$5 or accord\$5) near3 (availab\$5 or exist\$5 or allocat\$6 or reserv\$5) near2 (resource or bandwidth or connection or link\$5 or channel or user or player or subscri\$6 or client or party or customer or first or second)) and @ad<20000512) and (SIP or session adj1 initiat\$5)	USPAT; US-PGPUB; EPO; DERWENT	2004/09/15 10:29
-	505	((quality near2 servic\$3 or QOS) near4 (requir\$5 or needed or desir\$5) near5 (user or player or customer or particip\$6 or member or regist\$5 or subscri\$5))	USPAT; US-PGPUB; EPO; DERWENT	2004/09/15 10:20
-	61	((quality near2 servic\$3 or QOS) near4 (requir\$5 or needed or desir\$5) near5 (user or player or customer or particip\$6 or member or regist\$5 or subscri\$5)) and (determin\$5 or identif\$6 or locat\$5) near3 (availab\$5 or exist\$5 or alocat\$6) near2 (resource or bandwidth or connection or link\$5 or channel)	USPAT; US-PGPUB; EPO; DERWENT	2004/09/14 13:37
-	38	((quality near2 servic\$3 or QOS) near4 (requir\$5 or needed or desir\$5) near5 (user or player or customer or particip\$6 or member or regist\$5 or subscri\$5)) and (determin\$5 or identif\$6 or locat\$5) near3 (availab\$5 or exist\$5 or alocat\$6) near2 (resource or bandwidth or connection or link\$5 or channel) and (based or respons\$5 or depend\$5 or accord\$5) near3 (availab\$5 or exist\$5 or alocat\$6) near2 (resource or bandwidth or connection or link\$5 or channel)	USPAT; US-PGPUB; EPO; DERWENT	2004/09/14 13:37
-	38	((quality near2 servic\$3 or QOS) near4 (requir\$5 or needed or desir\$5) near5 (user or player or customer or particip\$6 or member or regist\$5 or subscri\$5)) and (determin\$5 or identif\$6 or locat\$5) near3 (availab\$5 or exist\$5 or alocat\$6) near2 (resource or bandwidth or connection or link\$5 or channel) and (based or respon\$5 or depend\$5 or accord\$5) near3 (availab\$5 or exist\$5 or alocat\$6) near2 (resource or bandwidth or connection or link\$5 or channel)	USPAT; US-PGPUB; EPO; DERWENT	2004/09/14 13:37
-	154	((quality near2 servic\$3 or QOS) near4 (requir\$5 or needed or desir\$5) near5 (user or player or customer or particip\$6 or member or regist\$5 or subscri\$5)) and (determin\$5 or identif\$6 or locat\$5 or reserv\$5 or allocat\$5) near3 (availab\$5 or exist\$5 or allocat\$6 or reserv\$5) near2 (resource or bandwidth or connection or link\$5 or channel)	USPAT; US-PGPUB; EPO; DERWENT	2004/09/15 10:25

16	4	((negotiat\$5 or bargain\$5) near5 (user or player or subscrib\$6 or client or party or customer or regist\$5)) with (game or gaming)) and (request\$6 or messag\$5 or invit\$5) near3 (resource or bandwidth or connection or link\$5 or channel or paramet\$3 or qualit\$5 or qos) near4 (user or play\$5 or customer or particip\$6 or member or regist\$5 or subscri\$6 or gam\$5)	USPAT; US-PGPUB; EPO; DERWENT	2004/09/15 11:37
15	10	((negotiat\$5 or bargain\$5) near5 (user or player or subscrib\$6 or client or party or customer or regist\$5)) with (game or gaming)) and (availab\$5 or exist\$5 or allocat\$6 or reserv\$5) near3 (resource or bandwidth or connection or link\$5 or channel or paramet\$3)) and (request\$6 or messag\$5 or invit\$5) near3 (resource or bandwidth or connection or link\$5 or channel or paramet\$3 or user or play\$5 or customer or particip\$6 or member or regist\$5 or subscri\$6 or gam\$5) near4 (user or play\$5 or customer or particip\$6 or member or regist\$5 or subscri\$6 or gam\$5)	USPAT; US-PGPUB; EPO; DERWENT	2004/09/15 12:04
17	333	((negotiat\$5 or bargain\$5) near5 (user or player or subscrib\$6 or client or party or customer or regist\$5)) and (SIP or session adj1 initiat\$5)	USPAT; US-PGPUB; EPO; DERWENT	2004/09/15 11:55
18	49	((negotiat\$5 or bargain\$5) near5 (user or player or subscrib\$6 or client or party or customer or regist\$5)) and (SIP or session adj1 initiat\$5)) and (determin\$5 or identif\$6 or locat\$5 or reserv\$5 or allocat\$5) near3 (availab\$5 or exist\$5 or allocat\$6 or reserv\$5) near2 (resource or bandwidth or connection or link\$5 or channel)	USPAT; US-PGPUB; EPO; DERWENT	2004/09/15 11:56
19	45	((negotiat\$5 or bargain\$5) near5 (user or player or subscrib\$6 or client or party or customer or regist\$5)) and (SIP or session adj1 initiat\$5)) and (determin\$5 or identif\$6 or locat\$5 or reserv\$5 or allocat\$5) near3 (resource or bandwidth or connection or link\$5 or channel) near3 (quality near2 servic\$3 or QOS or paramet\$3)	USPAT; US-PGPUB; EPO; DERWENT	2004/09/15 12:01
20	35	((negotiat\$5 or bargain\$5) near5 (user or player or subscrib\$6 or client or party or customer or regist\$5)) and (SIP or session adj1 initiat\$5)) and (determin\$5 or identif\$6 or locat\$5 or reserv\$5 or allocat\$5) near3 (resource or bandwidth or connection or link\$5 or channel) near3 (quality near2 servic\$3 or QOS or paramet\$3)) and (request\$6 or messag\$5 or invit\$5 or join\$5 or participat\$6 or session) near3 (resource or bandwidth or connection or link\$5 or channel or paramet\$3 or user or play\$5 or customer or particip\$6 or member or regist\$5 or subscri\$6 or gam\$5) near4 (user or play\$5 or customer or particip\$6 or member or regist\$5 or subscri\$6 or gam\$5)	USPAT; US-PGPUB; EPO; DERWENT	2004/09/15 12:13

21	36	(((((negotiat\$5 or bargain\$5) near5 (user or player or subscrib\$6 or client or party or customer or regist\$5)) and (SIP or session adj1 initiat\$5)) and (determin\$5 or identif\$6 or locat\$5 or reserv\$5 or allocat\$5) near3 (resource or bandwidth or connection or link\$5 or channel) near3 (quality near2 servic\$3 or QOS or paramet\$3)) and (request\$6 or messag\$5 or invit\$5 or join\$5 or participat\$6 or session) near3 (resource or bandwidth or connection or link\$5 or channel or paramet\$3 or user or play\$5 or customer or particip\$6 or member or regist\$5 or subscri\$6 or gam\$5) near4 (firt or second or user or play\$5 or customer or particip\$6 or member or regist\$5 or subscri\$6 or gam\$5)	USPAT; US-PGPUB; EPO; DERWENT	2004/09/15 12:15
-	505	(quality near2 servic\$3 or QOS) near4 (requir\$5 or needed or desir\$5) near5 (user or player or customer or particip\$6 or member or regist\$5 or subscrib\$5)	USPAT; US-PGPUB; EPO; DERWENT	2004/09/15 10:20
-	61	((quality near2 servic\$3 or QOS) near4 (requir\$5 or needed or desir\$5) near5 (user or player or customer or particip\$6 or member or regist\$5 or subscrib\$5)) and (determin\$5 or identif\$6 or locat\$5) near3 (availab\$5 or exist\$5 or alocat\$6) near2 (resource or bandwidth or connection or link\$5 or channel)	USPAT; US-PGPUB; EPO; DERWENT	2004/09/14 13:37
-	38	((quality near2 servic\$3 or QOS) near4 (requir\$5 or needed or desir\$5) near5 (user or player or customer or particip\$6 or member or regist\$5 or subscrib\$5)) and (determin\$5 or identif\$6 or locat\$5) near3 (availab\$5 or exist\$5 or alocat\$6) near2 (resource or bandwidth or connection or link\$5 or channel) and (based or respons\$5 or depend\$5 or accord\$5) near3 (availab\$5 or exist\$5 or alocat\$6) near2 (resource or bandwidth or connection or link\$5 or channel)	USPAT; US-PGPUB; EPO; DERWENT	2004/09/14 13:37
-	38	((quality near2 servic\$3 or QOS) near4 (requir\$5 or needed or desir\$5) near5 (user or player or customer or particip\$6 or member or regist\$5 or subscrib\$5)) and (determin\$5 or identif\$6 or locat\$5) near3 (availab\$5 or exist\$5 or alocat\$6) near2 (resource or bandwidth or connection or link\$5 or channel) and (based or respon\$5 or depend\$5 or accord\$5) near3 (availab\$5 or exist\$5 or alocat\$6) near2 (resource or bandwidth or connection or link\$5 or channel)	USPAT; US-PGPUB; EPO; DERWENT	2004/09/14 13:37
-	154	((quality near2 servic\$3 or QOS) near4 (requir\$5 or needed or desir\$5) near5 (user or player or customer or particip\$6 or member or regist\$5 or subscrib\$5)) and (determin\$5 or identif\$6 or locat\$5 or reserv\$5 or allocat\$5) near3 (availab\$5 or exist\$5 or allocat\$6 or reserv\$5) near2 (resource or bandwidth or connection or link\$5 or channel)	USPAT; US-PGPUB; EPO; DERWENT	2004/09/15 10:25